

# JavaScript Objects



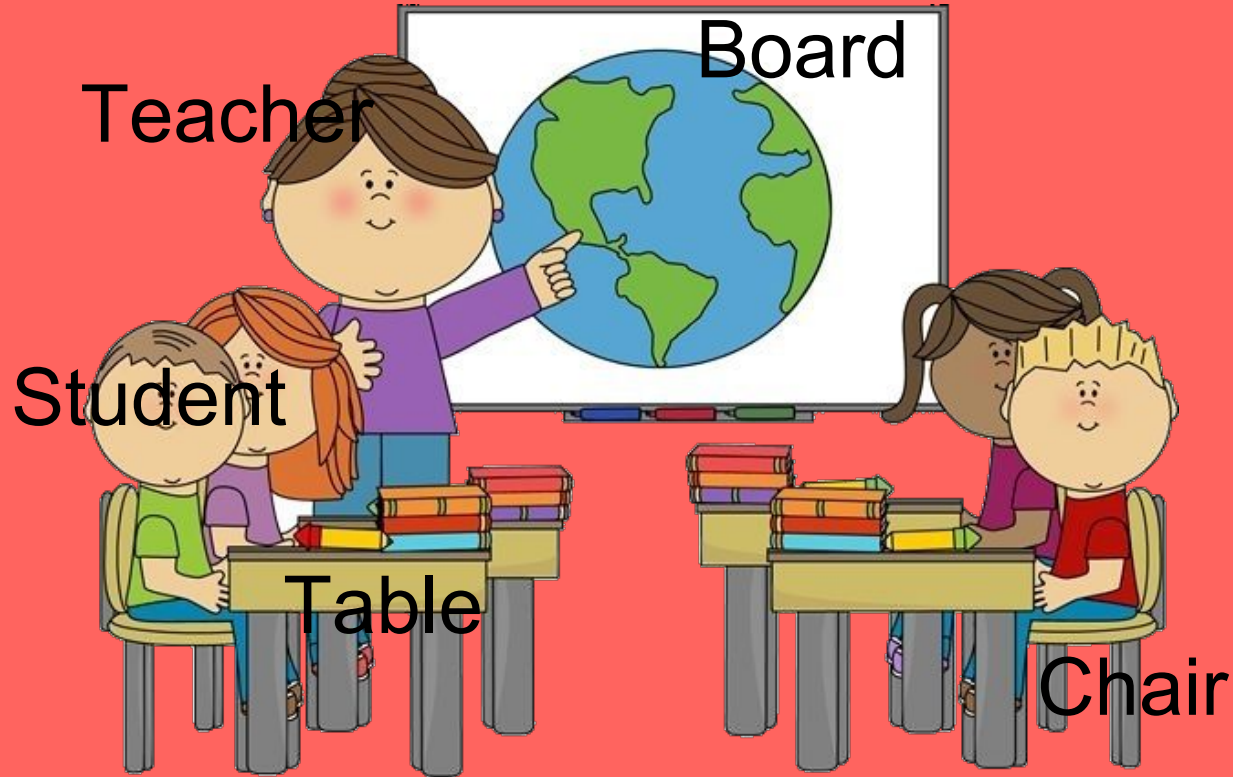
# Types

String,  
Number,  
Boolean (true/false),  
Array,  
**Object**



*All are objects!*

# Objects in the world



# The teacher for example has more than one property:

```
{  
  name: "Hadas",  
  height: 167,  
  age: 30,  
  ...  
}
```



# An object is a collection of properties - a key and a value.

Key	Value
name	"Hadas"
height	167
.....	.....



# Declaring Objects

```
var user = {  
  name: "Hadas",  
  email: "hadas@gmail.com"  
}
```



# Accessing the Properties

```
var user = {  
  name: "Hadas",  
  email: "hd@gm.com"  
}
```

```
user.name == "Hadas"
```

```
user["name"] == "Hadas"
```



# Changing the Properties

```
var user = {  
  name: "Shamir",  
  email: "hd@gm.com",  
  height: 167,  
}
```

```
user.name = "Shamir";
```

```
user["height"] = 167;
```





# Values Types

String,  
Number,  
Boolean,



**Array,**  
**Object**

```
{  
  name: "Hadas",  
  height: 167,  
  family: ["Avi", "Ben"],  
  Address: {  
    City: "Tel Aviv",  
    ...  
  },  
  ...  
}
```

# Accessing the Properties

## An Array

```
var user = {  
    Family: ["Ben", "Avi"]  
}
```

```
user.family.push("Avi");
```

```
user["family"][1] == "Avi"
```



# Nested Objects

```
var user = {  
  address: {  
    city: "TA",  
    street: "Maze",  
  }  
}
```

```
user.address.city = "TA";
```

```
user["address"]["street"] = "Maze"
```



# Values

# Types

String,  
Number,  
Boolean,

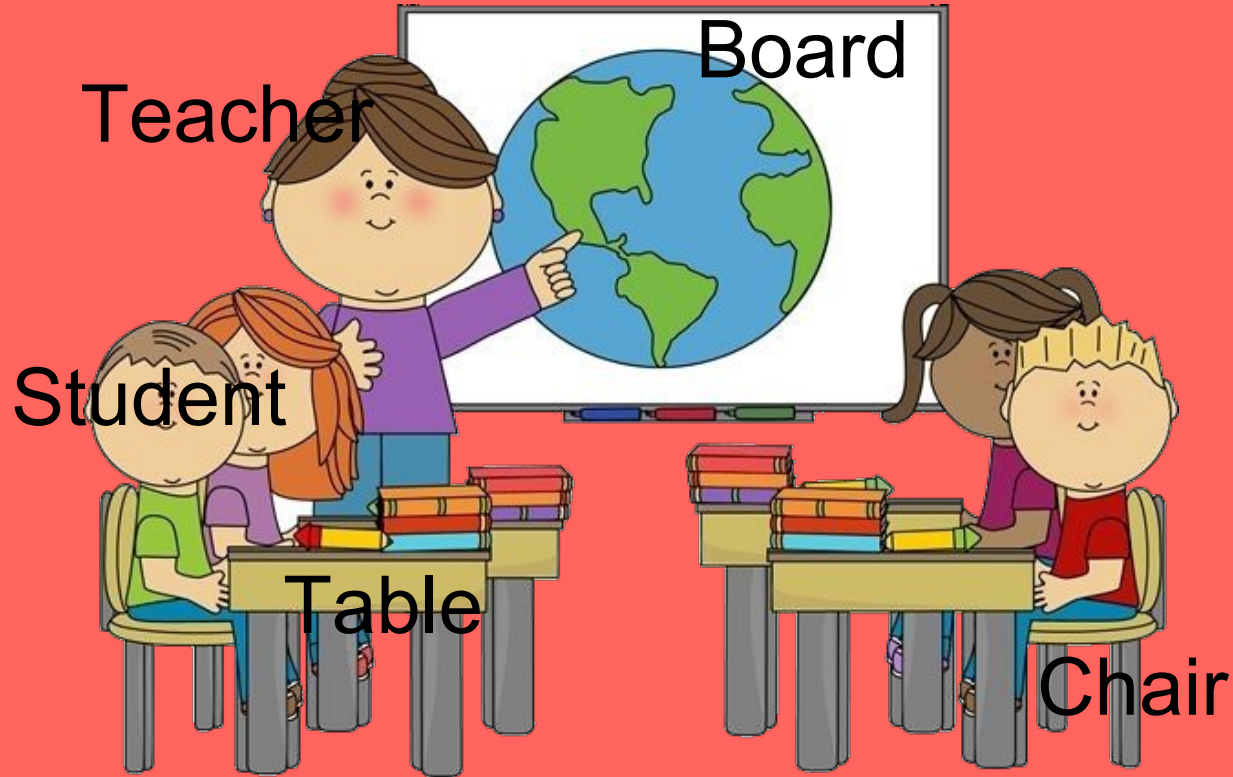
Array,

Object,

 Function

```
{  
  name: "Hadas",  
  family: ["Avi", "Ben"],  
  speak: function() {  
    console.log("Hi!");  
  },  
  ...  
}
```

# Objects in the world



`myObject['key'] === myObject.key`



“Key” => string,    key => variable

`var key = “value” => myObject[“value”]`

